EVOLUTION SKATEBOARDING

TEEN
T
CONTENT RATED BY ESRB

KING OF SKATE

KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Thank you for purchasing **EVOLUTION SKATEBOARDING™**. Please read this manual before starting play. Doing so will allow you to get the most out of your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

PLEASE NOTE: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for our customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.

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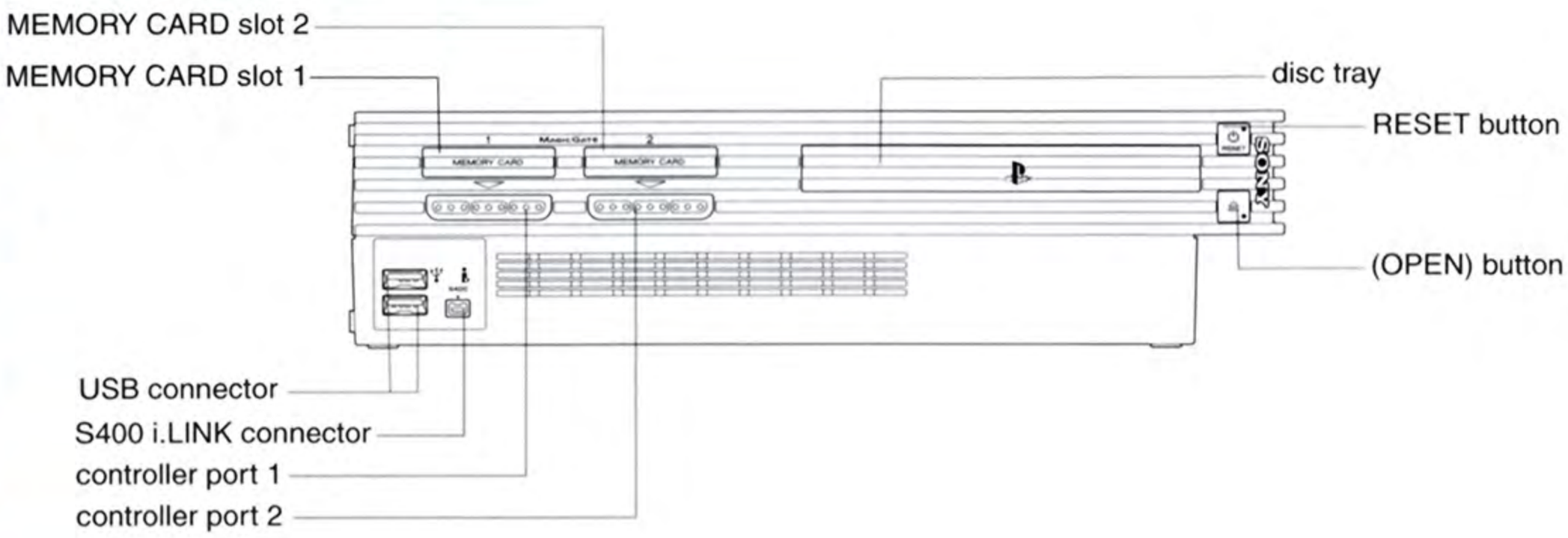
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **EVOLUTION SKATEBOARDING™.** disc on the disc tray with the labeled side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games.

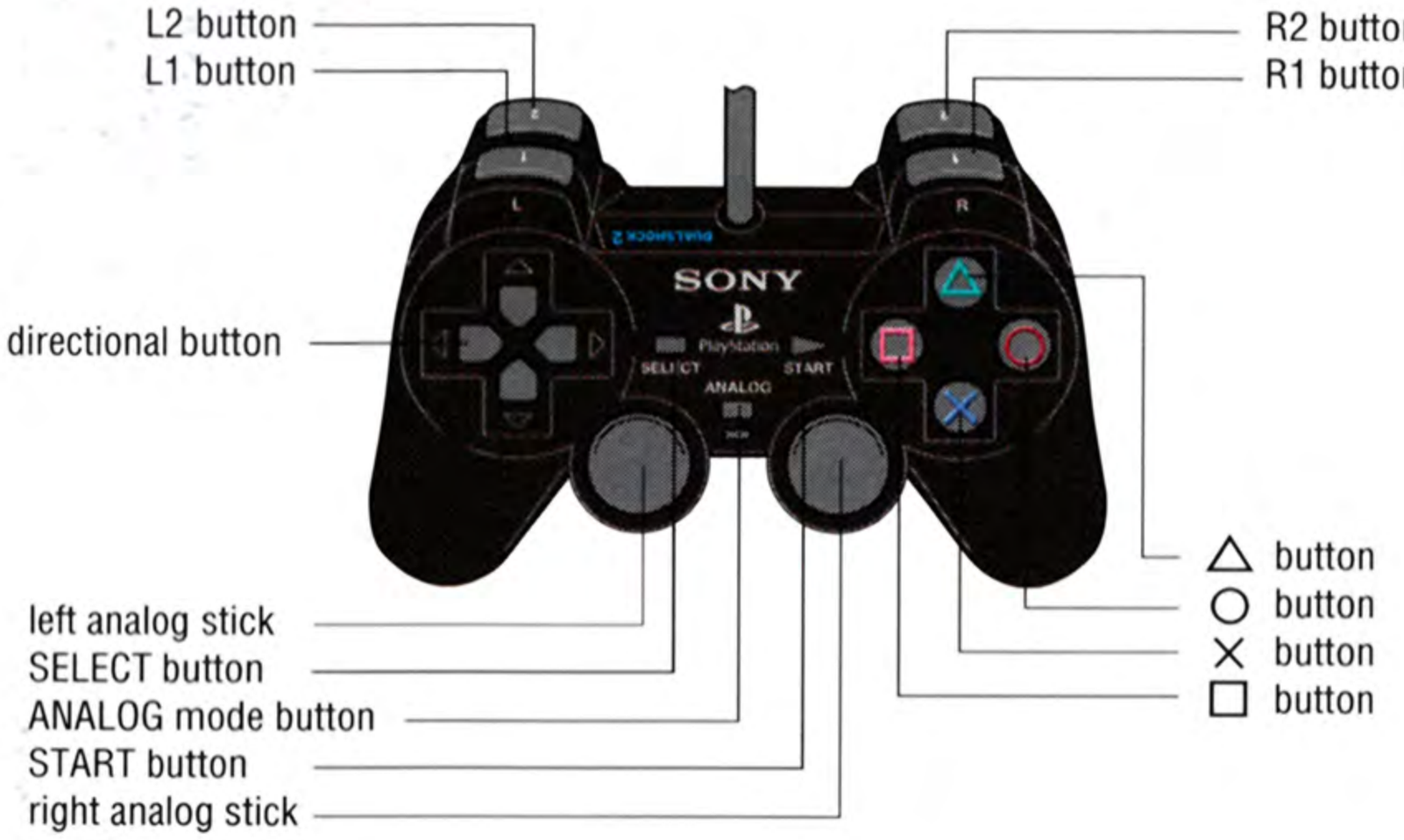
At least 230Kb of free space must be available on the memory card in order to save game data. If there is not 230Kb of free space available, then some older game data must erased before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see “Saving & Loading Game Data” on page 21.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



This game is compatible with both the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller. For solo play, connect to controller port 1. For dual player play, connect to controller ports 1 and 2.

DUALSHOCK®2 ANALOG CONTROLLER

- **Set Vibration to ON enable a vibration effect that corresponds to the skater movements.**
- **When using the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller, the mode indicator LED is constantly lit.**

SELECT WINDOW CONTROLS

⊗ button	Enter selection; Next screen
△ button	Cancel; Back
directional buttons	Select items; Move cursor

REPLAY CONTROLS

□ button	Pause
△ button	Frame advance
➡ button	Fast-forward
○ button	Restart
⊗ button	Exit
L1 button	Slow
R1 button	Toggle display

OPTIONS p. 20

GAME CONTROLS

Using the DUALSHOCK®2 analog controller is recommended.

- Controller buttons are standard setting. Edit button configurations in the Options, page 20.
- Identical commands may have different results depending on the skater being played.
- The directional buttons and the left analog stick have the same function.

L2 / R2 buttons	Spin, Switch stance
START button	Pause
⬆ button	Forward
⬇ button	Brake
⬅ button	Left turn
➡ button	Right turn
⬉ button	Sudden left turn
⬊ button	Sudden right turn
SELECT button	Change camera angles
L1 button	Fakie
R1 button	Combo/Special trick
□ button	Flip tricks
△ button	Grind tricks
○ button	Grab tricks
⊗ button	Ollie
right analog stick	Change music selection
R1 button + left analog stick	Skater View (when stopped)

STARTING THE GAME

Pressing the START button at the title screen will yield the Mode Select Screen. Select items using the directional buttons and enter selections with the ⊗ button.

MODE SELECT SCREEN

Arcade p. 6
Complete objectives within each level to advance through the game. Clearing the objectives stated in each stage enables the Player to gain access to more stages. Routes levels and objectives differ depending on the skater chosen.

Trial p. 12
Participate in 2-run contests with the pros in different settings, including Vert and Park. The skater with the highest average score wins. 2-Player compatible.

Free p. 14
Players may revisit stages already unlocked for unlimited riding time.

Practice p. 13
A tutorial feature that trains the skater in basic skills needed for riding. Trick demonstrations can also be viewed.

Challenge p. 15
This mode presents increasingly difficult obstacles to be cleared.

VS p. 15
2-Player mode. Players compete against each other.

Edit p. 16
Create an original skater, edit your board, assign combos or produce a skate video

Quick p. 15
Set up shortcuts in this mode. This simplifies preference settings.

Option p. 20
Various option settings, record confirmation, and saving and loading of data take place here.

ARCADE MODE

Clear the objectives within the given time frame as listed in the stage preview screen. As objectives are cleared, the Player may gain access to a new stage, depending on the number required for that stage. Skater selection dictates the objectives the Player will need to complete, as well as the level sequence and layout.

SKATER SELECT

Choose one of 8 pro skaters to play, or create an original character. Select the skater using the directional buttons, and enter selections with the ⊗ button. Pressing the ▣ button displays the skater's stats.

- In Arcade Mode, available levels and objectives vary based on the skater chosen.

Ollie	Vertical leap ability
Speed	Speed of movement and jump distance
Grind	Grind trick balance
Balance	Handplant/Manual balance
Spin	Rotational speed
Turning	Turning ability
Stance	Skater stance (regular/goofy)

PRO SKATERS p. 26

STAGE SELECT

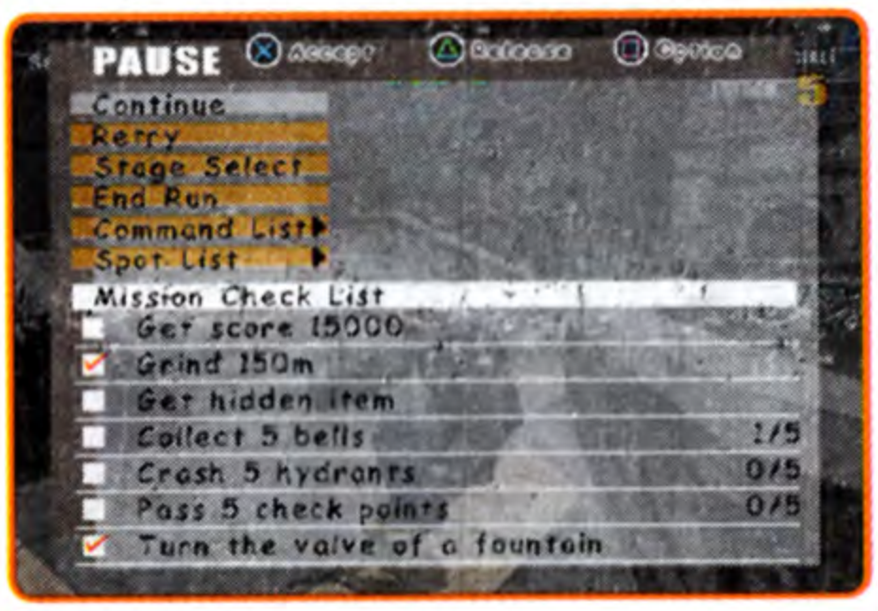
Select a stage to play. Browse the menu with the directional buttons, and enter the selection with the ⊗ button. Only unlocked stages are available for selection.

OBJECTIVES LIST

The objectives for the stage selected are shown. A check mark appears next to each objective when it has been completed.

PAUSE WINDOW

The Pause window comes up when the START button is pressed during the game. Press the ▣ button to toggle between the Pause Menu and the Game Options Menu. Select items using the directional buttons, and press the ⊗ button to enter the selection.



Continue	Return to the current game
Retry	Begin a new run
Stage Select	Return to Stage Select Screen
End Run	Return to Mode Select Screen
Command List	Show trick commands
Spot List	Show bonus list of skate spots
Mission Check List	List of objectives, explanations, and clearance status

RESULTS SCREEN

After play segment is complete, Score, Skater Points and Mission status will be displayed. Proceed to next screen by pressing the ⊗ button.

END OF STAGE

A Menu window comes up when the ⊗ button is pressed at the Results Screen. Select items with the directional buttons, and enter selections with the ⊗ button.

Retry — Start from the beginning

Stage Select — Return to Stage Select Screen

Replay — Play back previous action

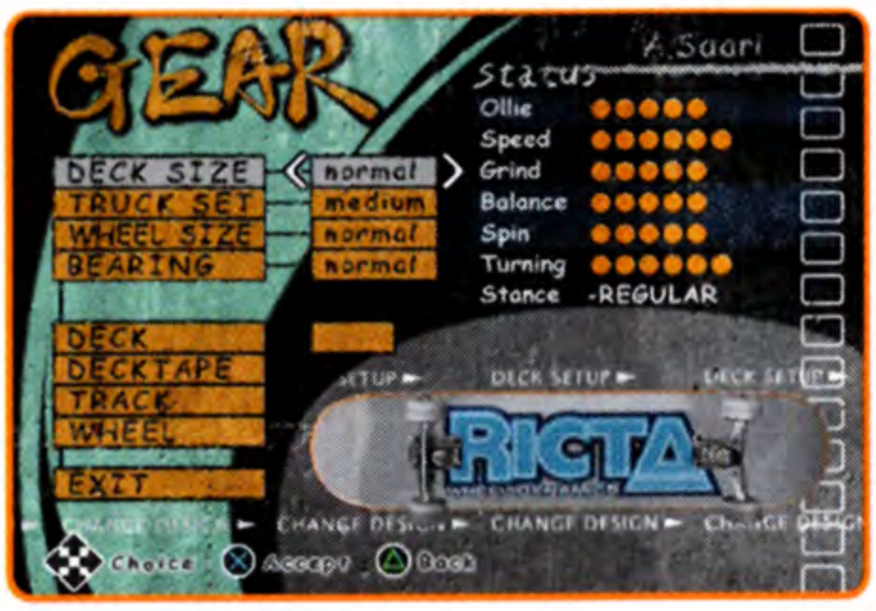
Replay Edit — Edit and save replays. Saved replays can be edited later in the REPLAY EDIT mode. *See page 18.*

End Run — Return to Mode Select Screen

MULTI MENU

Various settings may be edited before entering a stage. Once changes are made, select GO to continue and enter the stage.

GEAR



Deck Size	**The size of the board**
Small	Maneuverability, consistency
Normal	Standard setting highlighting the skill of the skater
Large	Easier ollies
Truck Settings	**The type of trucks used**
Tight	Perfect for grinding
Medium	Standard setting highlighting the skill of the skater
Loose	Maneuverability; easier turns
Wheel Size	**The dimensions of the wheels**
Small	Easier grinds
Normal	Standard setting highlighting the skill of the skater
Large	High speed
Bearings	**The type of bearings used**
Fast	Speedy movement and increased distance when jumping
Normal	Standard setting highlighting the skill of the skater
Slow	Less speed, more security
Deck	**Choose deck design. Deck selection may be increased by fulfilling various criteria, or by obtaining decks in Arcade Mode.**
Deck Tape	**Choose the color of your deck tape**
Trucks	**Choose the color of your trucks**
Wheels	**Choose the color of your wheels**
Exit	**Return to Multi Menu Screen when all gear parameters have been set.**

STYLE

Hair	Change hairstyles and hats
Shirt	Change shirts
Pants	Change pants
Shoes	Change shoes
Enter	Return to Multi Menu Screen when all style parameters have been set.

COMBO EDIT

Register up to 2 special combos per skater.

Place the cursor on EDIT LIST and select the tricks to be combined using the ⊗ button. Tricks designated with arrows have additional air duration parameters, which can be set using the directional buttons.

Test	Check out the combo created.
Rename	Assign a new name for the newly created combo.
Exit	Exit settings and return to Multi Menu.

STICKER EDIT

Deck — Choose the deck to put stickers on

Sponsor — Select a sticker and then decorate your deck using the directional buttons to determine location, L1 / R1 buttons to rotate and the L2 / R2 buttons to alter size. Hold down the ◉ button to make fine-tune adjustments. Press the ▣ button to remove stickers in the order they were applied.

Exit — Save settings and return to Multi Menu.

TRIAL MODE

Compete for points against other skaters in Vert and Park. Each skater is allotted 2 runs, and the one with the highest average wins the round. To begin, first select the number of players and press the ⊗ button to enter your selection. Players will perform alternately in 2P Mode.

STAGE SELECT

Select the stage to be played with the directional buttons, and enter the selection with the ⊗ button.

Vert — Stomp air and lip tricks on a vert ramp. A high volume of different tricks is the way to a high score.

Park — Throw down airs and grinds in a street session. Originality counts in this stage; skaters are rated on their choice of line and trick combinations.

RESULTS SCREEN

TRIAL RESULT | VERT
1st RUN RESULT
1st
2nd
1 1P A.Saari 100.0 --.-- 100.0
2 R McCrank 77.90 --.-- 77.90
3 M.Appleyard 76.46 --.-- 76.46
4 C McKay 68.01 --.-- 68.01
5 S Williams 66.13 --.-- 66.13
6 C Senn 64.13 --.-- 64.13
7 K Getz 63.80 --.-- 63.80
8 D Way 63.72 --.-- 63.72

Points and standings are displayed after the stage is completed. Press the ⊗ button to proceed to the next screen. Then, browse the menu items with the directional buttons and select with the ⊗ button.

Retry — Begin stage from the beginning

Stage Select — Return to Stage Select Screen

Replay — Show replay footage

Replay Edit — Edit and save replays. Saved replays can be edited later in the REPLAY EDIT mode. *See page 18.*

End Run — Return to Mode Select Screen

PRACTICE MODE

Practice moves and tricks in a specially designed skate location. This feature is also a tutorial mode, in which players may view a demo to learn trick commands. The demo will run automatically. To skip the demo and go directly to practice the move, press the ⊗ button.

LEVEL SELECT

Select a level between 1 and 5 for a practice session, using the directional buttons to select and the ⊗ button to enter the selection. Level 1 tricks are basic moves, while Level 5 tricks are more advanced.

PAUSE WINDOW

Press the START button during a practice session to display the Pause Window. Select items with the directional buttons, and enter the selection with the ⊗ button.

Continue	Continue playing the practice session
Retry	Restart the current practice session
Demo	View the demo that corresponds to current practice session
Level Select	Return to Level Select Screen
End Run	Return to the Mode Menu Select Screen
Command List	Show all trick commands

OTHER MODES

Other modes, such as 2-Player mode, are also available. Select preferences with the directional buttons, and enter the selection with the ⊗ button. To stop playing in the middle of a game, select End Run from the Pause Window to return to the Mode Menu Select Screen.

FREE SKATE

Stages opened in Arcade Mode are available to skate without a time limit. Single player only.

VS

This two-player mode enables 1P and 2P to compete against each other. There are two types of VS play.

Score Compete for the highest score in a given time frame.

Ring Collect more rings than your opponent in a given time frame. Crashing causes you to lose your collected rings.

CHALLENGE

Attempt to complete various levels of challenges in a specially designed skate location within a time limit. Level 1 challenges are fairly easy, while Level 5 challenges are extremely difficult.

QUICK MODE

For stages that have already been played, it is possible to set up an easy access interface without skater and gear selection. If there is saved data from a previous game, skater and gear preferences will be identical to that data. If there is no saved data, skater and gear preferences will follow the initial settings. To begin, use the directional buttons to select Mode, Skater, and Stage, and press the ⊗ button to set preferences.

EDIT MODE

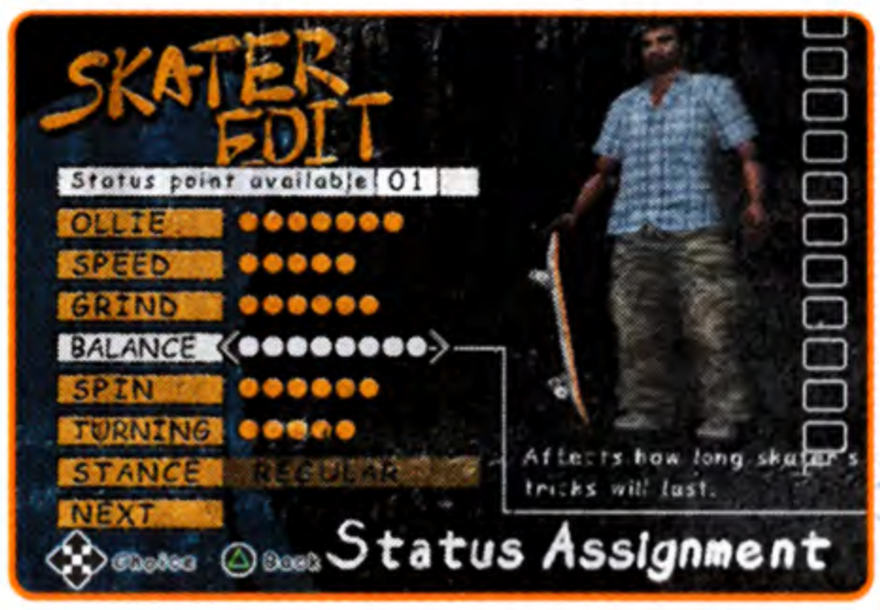
SKATER EDIT

Create your own skater, and play your original character in other game modes. When a parameter has been edited, a NEW icon will appear.

STYLE

Face	Choose facial features
Hair	Choose hairstyles and hats. L2/R2 buttons are used to alter color.
Shirt	Choose a shirt. Press L2/R2 buttons to alter color, and L1/R1 buttons to alter pattern and brand.
Pants	Choose a pair of pants. Press L2/R2 buttons to alter color, and L1/R1 buttons to alter brand. Selecting shorts allows you to choose a style of socks.
Shoes	Choose a pair of shoes. Press L2/R2 buttons to alter color, and L1/R1 buttons to alter brand.
Voice	Give your skater a voice. Press L2/R2 buttons to alter voice, and L1/R1 buttons to alter pitch.
Next	Proceed to next screen

STATUS



Displays skater parameters. Initially, there are 23-38 Status points available to distribution among the following abilities. Gain additional Status points for this skater during Arcade Mode.

Ollie	Vertical leap ability
Speed	Speed of movement. Effects jump distance
Grind	Grind trick balance
Balance	Handplant/Manual balance
Spin	Rotational speed
Turning	Turning ability
Stance	Skater stance (regular/goofy)

NAME ENTRY

Enter in the form of Last Name, First Name. Press NEXT to proceed to next screen.

EDIT COMPLETE

Style	Return to Style Edit Screen
Rename	Return to Name Entry Screen
Undo	Re-edit all preferences
Exit	Save and exit Skater Edit

STICKER EDIT

Deck	Choose deck to apply stickers to
Sponsor	Choose sponsor sticker to apply to the deck
Move	Use the directional button to move the sticker
Rotate	Press R1 / L1 to rotate the sticker
Resize	Press R2 / L2 to resize the sticker
Exit	Save and exit Sticker Edit

COMBO EDIT

Register up to 2 special trick combos per skater. Highlight Special Combo-1 or Special Combo-2 and press ⊗ to edit the combo.

Setup — Place Cursor on EDIT LIST, and select tricks to be combined with the ⊗ button. Tricks designated with arrows have additional air duration parameters, which can be set using the directional buttons.

Test — Try out the newly created trick combo

Rename — Give the new move a name

Exit — Save settings

REPLAY EDIT

Edit saved replay data from each mode. Select “Play” to view, and “End” to return to the Edit Mode Menu.
You can save up to 20 replay files.

BGM SELECT

Choose background music to play during the edited Replay.

INDEX

Customize an index within the frame to set camera angles and special effects options. Move the frame task bar with the directional buttons (Left/Right), and press the ⊗ button to insert an index.

EDIT

Edit view parameters:

View	Alter camera angles
Effect	Set up special screen effect options
Test Play	See new preferences in action
Confirm	Save changes and quit

MOVE

Move index around within the frame

DELETE

Delete index

SKATER POINTS

Skater Points are earned in each mode according to criteria such as score, objectives, and medals. Get items by saving up points.

OPTIONS

Preference setup, saving and loading of data, and confirmation of records are all done here. Select items with the directional buttons, and press the ⊗ button to enter the selection.

CONTROLLER

Enter preferences for controller operation, vibration feature, etc.

Button Assignments The button assignments can be modified.

Vibration (ON/OFF) Enable or disable vibration feature.

Exit Return to Mode Select Screen.

SOUND

All sound related preferences can be found here.

BGM Test Give the soundtrack a listen

Sound Mode Switch between Stereo and mono sound.
See About Dolby Surround Pro Logic II P.25

Volume Settings Adjust various noise levels from 1-10.

Exit Return to Mode Select Screen

RECORDS

Recorded play data from each stage can be checked here.

Total Check records for general game play

Arcade Check records for Arcade Mode

Trial Check records for Vert and Park scores

Spot Check the completion of various moves or tricks throughoutall levels

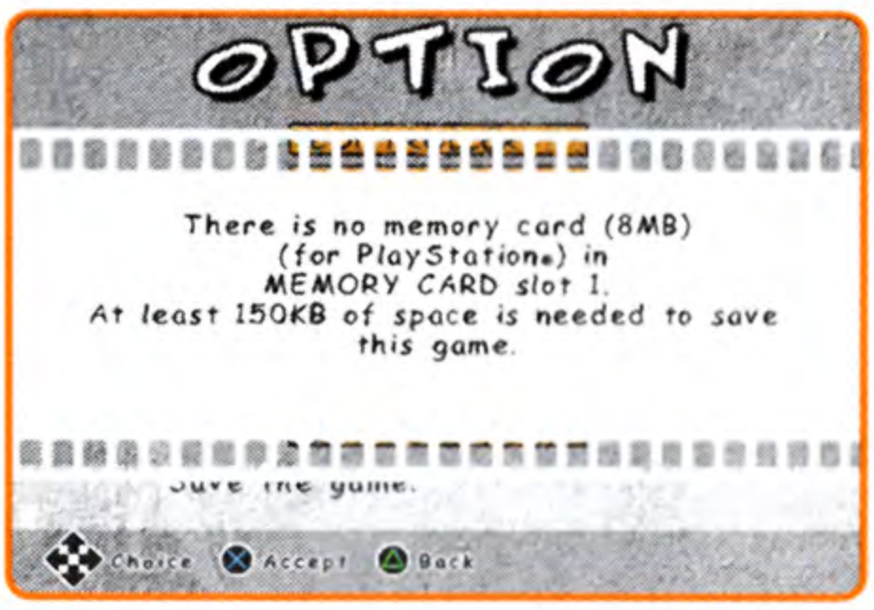
Exit Return to Mode Select Screen.

MOVIE

Watch bonus movies that have been included for your enjoyment.

SAVE

Save play data using a memory card (8MB)(for PlayStation®2). Players get a chance to save data even if nothing was saved immediately following the completion of the game. This is limited to 1 file.



When saving data on the memory card (8MB)(for PlayStation®2), there must be a minimum of 230KB open space on the card. If the card does not have adequate memory, delete unnecessary information and save new data.

LOAD

Load play data using a memory card (8MB)(for PlayStation®2). Players may continue playing a game where the saved data left off.

Auto Save (On/Off) Enable or disable the Auto-Save feature.

Exit Return to Mode Select Screen

Please do not remove the memory card (8MB)(for PlayStation®2) or turn off the main component while data is being loaded or saved, as this may result in loss of data.

TRICKS

TRICK COMBOS

Bonus points are awarded when a skater successfully executes more than one trick, in succession, prior to landing.

SPECIAL GAUGE

Levels of the Special Gauge rise whenever a trick is completed successfully. When the reading reaches MAX, the skater is able to make Special and Edit Combo moves. These are added to the stock every time MAX is reached on the Special Gauge.

ADDITIONAL TRICKS

An Additional Trick can be executed by pressing a trick command during a certain window of time (immediately after executing a trick, while the trick name is still displayed and flashing). This will increase the trick score substantially.

BASICS

Ollie (Jump)	⊗ button to crouch down, release to leap *The longer the key is held down, the higher the ollie will be.*
Nollie	L1 to set up, ⊗ button to finish
Switch	L2 or R2 button
Fakie Ollie	Go Switch, L1 to set up, ⊗ button to finish
Power Slide (Brake)	↓ directional button + ↓ directional button (quickly)
Wall Ride	Jump alongside or into a wall, and then hold down the △ button.
Spin Trick (Left spin)	L2 button when airborne
Spin Trick (Right spin)	R2 button when airborne

To stop performing a trick, release the button

Flight direction may be affected slightly by using the directional buttons while airborne.

FLAT TRICKS

Nose Manual	⬆ D button + △ button
Tail Manual	⬇ D button + △ button
No Comply	⬇ D button + ✕ button
Primo Stall	⬇ D button + ⬆ D button + △ button
Casper	⬆ D button + ⬇ D button + △ button

To stop performing a trick, release the button

Flat tricks can be executed when the skater is cruising on the ground, or pushing for more speed.

Loss of balance can result in an ugly wipeout. Control balance using the directional buttons (Up/Down).

AIR TRICKS

FLIP TRICKS

Kickflip	▢ button
Body Varial	⬆ D button + ▢ button
360° Flip	⬈ D button + ▢ button
Pop Shove It	➡ D button + ▢ button
Hard Flip	⬊ D button + ▢ button
Heel Flip	⬇ D button + ▢ button
Pop Heel	⬋ D button + ▢ button
FS Shove It	⬅ D button + ▢ button
Impossible	⬉ D button + ▢ button
360° Varial	⬆ D button + ⬆ D button + ▢ button
Rodeo Flip	➡ D button + ➡ D button + ▢ button
Back Flip	⬇ D button + ⬇ D button + ▢ button
Finger Flip	⬅ D button + ⬅ D button + ▢ button

To execute Additional Tricks for these Flip Tricks, press ▢ again while the trick name is flashing. Additional Tricks vary by Flip Trick.

GRAB TRICKS

Ollie North	◉ button
Nose Grab	⬆ D button + ◉ button
Double Handed	⬈ D button + ◉ button
Backside	➡ D button + ◉ button
Stalefish	⬊ D button + ◉ button
Tail Grab	⬇ D button + ◉ button
Roast Beef	⬋ D button + ◉ button
Mute	⬅ D button + ◉ button
Indy	⬉ D button + ◉ button
Cross Bone	⬆ D button + ⬆ D button + ◉ button
Grab Tuck Knee	➡ D button + ➡ D button + ◉ button
The 900	⬇ D button + ⬇ D button + ◉ button
McTwist	⬅ D button + ⬅ D button + ◉ button

Be sure of your landing spot during Air Tricks. Missing the half-pipe or other landing spot will result in an ugly spill. To avoid this spill, double-tap down (⬇,⬇)quickly, just prior to hitting the ground.

GRIND TRICKS

50/50 Grind	△ button *with parallel approach*
Disaster Slide	△ button *with perpendicular approach*
Nose Grind	⬆ D button + △ button
Smith Grind	⬈ D button + △ button
Tailslide	➡ D button + △ button
K Grind	⬊ D button + △ button
5-0 Grind	⬇ D button + △ button
Blunt Slide	⬋ D button + △ button
Disaster Slide	⬅ D button + △ button
Feeble Grind	⬉ D button+ △ button

Balance is especially important in Grind tricks. Maintain balance with the directional buttons (➡/⬅).

If executed at the right time, pressing the ▣ button at the end of the grind may result in an additional, or GRIND OUT, trick.

SPECIAL COMBO TRICKS

Edit Combo 1	⬆ D button + R1 button
Edit Combo 2	⬇ D button + R1 button

Available when the skater is airborne, and there is at least 1 stock gauge.

PLANT TRICKS

Rock to Fakie	△ button
Blunt to Fakie	⬆ D button + △ button
Axle Stall	➡ D button + △ button
Nose Tap	⬇ D button+ △ button
Feeble to Fakie	⬅ D button + △ button
Egg Plant	↖ D button + △ button
Disaster	↗ D button + △ button
Hand Plant	↙ D button + △ button
Rock 'n' Roll	↘ D button + △ button

To execute a plant trick, press the △ button when near lip of ramp. Loss of balance may lead to an ugly spill. Maintain balance with the directional buttons (⬆/⬇).

SPECIAL TRICKS

Special Trick	R1 button + R1 button (quickly)

Trick differs depending on skater

Available when the skater is airborne and there is at least 1 stock gauge.

ABOUT DOLBY SURROUND PRO LOGIC II

DOLBY SURROUND PRO LOGIC II

This game features Dolby Surround Pro Logic II 5ch surround sound during game play. To take advantage of this surround feature, select "stereo" in the sound mode option, and play back this game on a Dolby Pro Logic II or Dolby Pro Logic decoder. Audio encoded with Dolby Surround Pro Logic II can be played back via either optical cable or standard analog cable, and fully compatible with mono, stereo, and legacy Dolby Surround Pro Logic equipment.

PRO SKATERS

MARK APPLEYARD

Mark's roots stem from the streets of Toronto, Ontario and since he was first discovered as an unknown amateur he's impressed and influenced countless skaters. Mark's hard work ethic, technical flair and extremely smooth style have placed him in numerous videos, magazines and road trips across the globe. What's more, his outgoing personality keeps those close to him laughing and excited to be in his presence. Mark has unquestionably established his skill and merit amongst his peers in a relatively short amount of time and he's only getting better.

STATS

DOB	November 11, 1982
Birthplace	Burlington, Ontario
Resides	Huntington Beach, CA
Height	6ft.
Weight	155 lbs.
Years Skating	9 years
Stance	Regular

SPONSOR INFORMATION

Board	Flip Skateboards
Wheels	Thunder Trucks
Wheels	Ricta Wheels
Clothes	Volcom Clothing
Shoes	Circa Shoes
Shop	Active Ride Shop

KERRY GETZ

Kerry maintains one of the best kickflips in the business. His solid, smooth and steady skating abilities have consistently placed him on the podium amongst his peers at major professional competitions throughout the world. This kid from the East Coast has managed to create quite a following in just a few short years. Aside from his gifted talents and passions on his skateboard, Kerry owns a skateboard shop, Nocturnal in Philadelphia, and enjoys driving and working on his fast cars.

STATS

DOB	June 10, 1975
Birthplace	Leighton, PA
Hometown	Philadelphia, PA
Height	5ft. 8 in.
Weight	140 lbs.
Years Skating	15 years
Stance	Regular

SPONSOR INFORMATION

Board	Habitat
Wheels	Royal
Wheels	Habitat
Clothes	Ezekiel
Shoes	DVS
Bags	Clive
Other	Nocturnal Skateshop

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RICK MCCRANK

Always explosive, unpredictable and adaptive, Rick is an all-around Canadian powerhouse with a casual style. In most instances he's comfortable on any given terrain and possesses an imaginative finesse on his skateboard that few can match. Rick usually has the crowd and his peers screaming in disbelief in competitions and demonstrations throughout the world. The words "consistent" and "powerful" are best used to describe Rick's skating ability. He is also a father to daughter, and recently opened a skateshop, Anti Social in Vancouver, B.C.

STATS

DOB	January 23, 1976
Birthplace	Peterborough, Ontario
Hometown	Vancouver, BC
Height	5ft. 10 in.
Weight	145 lbs.
Years Skating	14 years
Stance	Regular

SPONSOR INFORMATION

Board	Girl
Wheels	Royal
Wheels	Momentum
Clothes	Matix
Shoes	Es
Shop	Nixon watches, Anti Social Skateshop

COLIN McKAY

This Vancouver, B.C. native has been pushing his abilities and the progression of skateboarding on the vertical plane for well over a decade. Colin's natural gift for skateboarding is strong on the streets as well, but his real love and devotion to his craft is on vertical terrain. He's appeared in numerous television commercials, owns and maintains a skate shop, RDS in Encinitas, CA and has become a familiar name to skateboarding enthusiasts. To describe Colin's talents in words is nearly impossible; his skating must be seen and experienced to believed.

STATS

DOB	August 29, 1975
Birthplace	Vancouver, BC
Hometown	Carlsbad, CA
Height	5ft. 10in.
Weight	155 lbs.
Years Skating	16 years
Stance	Goofy

SPONSOR INFORMATION

Board	Seek
Trucks	Independent
Wheels	Momentum
Clothes	DC Shoes
Shoes	DC Shoes
Other	Nixon, RDS

ARTO SAARI

Originally from Helsinki, Finland, Arto has made quite a name for himself amongst skateboarders all over the world. Over the past year he's dedicated the majority of his skating time to filming and shooting for videos and magazine coverage and it's readily evident that his efforts have yielded renowned results. Last year Arto was honored as Thrasher magazine's 2001 "Skater of the Year" attesting that he's one of the biggest talents in the world of skateboarding today. With continual magazine coverage, interviews, video parts, tours and general accessibility to his teenage fans, Arto is a skater that will be on top of the scene and remembered for many years to come.

STATS

DOB	November 9, 1981
Birthplace	Helsinki, FIN
Hometown	Huntington Beach, CA
Height	6ft. 1 in.
Weight	160 lbs.
Years Skating	9 years
Stance	Regular

SPONSOR INFORMATION

Board	Flip
Trucks	Independent
Wheels	Ricta
Clothes	Rusty
Shoes	Es
Other	Von Zipper

CHRIS SENN

This three-time XGames Street Champion continues to be a major threat in professional skateboarding competitions around the globe. Chris' adaptive and creative approach to skate terrain is his forté. He skates it all and often seeks and attacks street courses with speedy and inventive lines where other competitors don't or can't see the lines. He's a father and an aspiring fine artist as well, and enjoys time at home away from the contest circuit. He's currently ranked 1st in the overall World street standings and 1st in North American street standings for 2001. It's a safe bet that Chris is one to watch if you're looking for some pure inspiration in your skating.

STATS

DOB	December 11, 1972
Birthplace	Grass Valley, CA
Resides	Huntington Beach, CA
Height	6ft.
Weight	150 lbs.
Years Skating	18 years
Stance	Regular

SPONSOR INFORMATION

Board	Adrenalin
Trucks	Destructo
Wheels	Revolution
Clothes	TSA
Shoes	Emerica

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DANNY WAY

For over a decade Danny Way has pushed the boundaries of professional skateboarding though his critical thinking, sheer determination, confidence and physical strength. Danny presently holds the world's record for highest air above the lip of a vertical ramp at 18' 3" and the longest jump measuring in at over 65 feet. In addition, he's the only skater with enough courage to drop into a ramp from a helicopter high above it's deck. Over the years, he's overcome numerous injuries and has shown the greatness of athleticism in keeping his progression on track. He is a true skateboarding legend in every sense and continues to impress all who witness his power.

STATS

DOB	April 15, 1974
Birthplace	Portland, OR
Hometown	Carlsbad, CA
Height	6ft. 1 in.
Weight	185 lbs.
Years Skating	21 years
Stance	Regular

SPONSOR INFORMATION

Board	Alien Workshop
Wheels	Independent
Wheels	Alien Workshop
Clothes	DC Clothing
Shoes	DC Shoes
Other	Nixon, Spy

STEVIE WILLIAMS

Emerging from the streets of Philadelphia, Stevie Williams has made his mark in the ranks of professional skateboarding with his streetwise skills and technical abilities upon urban skate terrain. Stevie is best known for his complex manual tricks and adaptive approach to switchstance moves. In addition, he has helped to introduce and integrate urban style and hip hop culture to the skateboarding world from the street level.

STATS

DOB	December 17, 1979
Birthplace	Philadelphia, PA
Resides	Los Angeles, CA
Height	5ft. 9 in.
Weight	165 lbs.
Years Skating	10 years
Stance	Regular

SPONSOR INFORMATION

Board	DGK Skateboards
Wheels	Venture Trucks
Wheels	Gold Wheels
Clothes	DC Clothing
Shoes	DC Shoes
Bags	Clive

MUSIC CREDITS

H2O

Role Model

Performed by H2o

Written By Todd Morse, H2o Music Inc./BMI
From the Album "Go" Courtesy
of MCA Records,
Under license from Universal
Music Enterprises

STEREO MC'S

Graffiti Part One

Performed by Stereo MC's

Written by Robert Birch & Nicholas Hallam
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Enterprises

PRIMUS

Harold of the Rocks
Mr Knowitall
Pudding Time

Performed by Primus

All songs produced by Primus and
Matt (Exxon) Winegar
Engineered by Ron Rigler
Second Engineer : Matt Murman
Recorded at Different Fur, S. F.. Christmas '89
Remastered By Stephen Marcussen for
Marcussen Mastering, Hollywood, CA
All songs written and arranged by Primus,
all lyrics by Claypool (Sturgeon, BMI)

CKY

the human drive in hi-fi

Performed by CKY

Produced, recorded & mixed
by Chad Ginsburg
w/Deron Miller & Jess Margera
Engineered by Chad Ginsburg
Mastered at Marcussen Mastering, LA,
by Stephen Marcussen
Written by Deron Miller w/Jess Margera
& Chad Ginsburg
Millertime (ASCAP), Dipgizzards Music
(BMI), Flea Mitchell (ASCAP)

TURBO AC'S

Hit and Run

Performed by the Turbo A.C.'s

Written by The Turbo A.C.'s
© 2000 Turbo Titans
Publishing ASCAP
©Nitro Records 2001

HOTWIRE

Not Today

Written and Performed by Hotwire

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Under License from BMG Special Products

AGENT ORANGE

Let it Burn

Performed by Agent Orange

Written by Mike Palm
Figs. D Music, Inc o/b/o Virtually
Indestructible Music

DEFAULT

Slow Me Down

Performed by Default

Written by (Chad Kroeger, Dallas Smith, Jeremy James Hora, Dave Benedict, Danny Craig)
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UNWRITTEN LAW

Evolution

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ILL NINO

UnReal

Performed by Ill Nino

Produced and Engineered by Dave Chavarri,
Co-produced by Ill Nino
Mixing and additional Production by Steve Regina, Rob Caggiano and Eddie Wohl for Scrap 60 Productions.
Lyrics by Cristian Machado,
Music by Cristian Machado, Marc Rizzo and Dave Chavarri
Published by EMI Blackwood Music, Inc./Nino Chavarri Music/Ill Marc Rizzo Music/Ill Cristian Music (BMI)
(P) 2001 The All Blacks B.V.
Used by Permission of Roadrunner Records.

THE DICKIES

Elevator

Performed by The Dickies

Written by George Alexander
BMG Songs, Inc.(ASCAP)
OBO Artists Music, Inc.
Courtesy of Triple X Records, Inc.
By arrangement with Music for the Masses

KURTIS MANTRONIK

Baby, You Blow My Mind

Performed and Produced by Kurtis Mantronik

Written by K. Mantronik, C. Bush and A. Heermans
Courtesy of Oxygen Music Works
By arrangement with Music For the Masses

PEANUT BUTTER WOLF

Devotion

Performed and by Charizma and Peanut Butter Wolf

Written by C. Manak and C. Hicks
Published by Miserable Beast Music (BMI).
Appears courtesy of Stones Throw Records

CREDITS

Konami Computer Entertainment Osaka, Inc.

DIRECTOR & PRODUCER
Madoka Yamauchi

MAIN PROGRAMMERS
Akihiko Shimizu
Jyunji Maruhashi
Hirotaka Hosokawa

PROGRAMMERS
Taku Yamamoto
Takafumi Tanaka
Masaki Morimoto
Akira Tamura
Hirokazu Hanato

SYSTEM PROGRAM
Yukio Hayata

MAIN DESIGNER
Kazuhiro Ogawa

DESIGNERS
Keisuke Iwano
Jyutarou Oue
Seiji Fumimoto
Naoyuki Kawata
Satoko Ozaki
Ai Shibata
Naotaka Yoshitomi
Takato Nakamine
Toshiki Nagano
Mutsumi Oda
Madoka Yamauchi

SOUND PRODUCER
Shigeru Araki

SOUND DIRECTOR/SE DESIGNER/SOUND PROGRAMMER/BGM COMPOSER
Satoru Okubo

SE DESIGNER/BGM COMPOSER
Seiichi Takamoto

PRODUCT DESIGN PRODUCER
Kazuhiro Namba

CREDIT

PRODUCT DESIGN DIRECTOR
Yukihide Murakami

TECHNICAL WRITER
Hideaki Shinkawa

CHIEF PRODUCER & CHIEF SOUND PRODUCER
Kazuhiko Uehara

EXECUTIVE PRODUCER
Kuniaki Kinoshita

SPECIAL THANKS
Masanori Otani
Hisae Fujikawa

Konami Computer Entertainment Japan, Inc.
Hideo Kojima
Yutaka Negishi
Hideki Sasaki
Kazunobu Uehara
Yoshikazu Matsuhana

Konami Corporation

INTERNATIONAL PRODUCT MANAGERS
Monika Hudgins
Yoshi Aoyagi

INTERNATIONAL LICENSING MANAGER
Ippei Nio

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CREDITS

Product and Licensing Management
Lisa Hudson, Black Sun Productions
Bryce Kanights

Black Sun Special Thanks:
Chad DiNenna, Pam Zam, Nancy Carlson, Mark Waters, Tim Gavin, Dan McNamara, Kim Peterson, Remy Stratton, Jay Twitty, Jeff Kendall, Greg Carroll, Justin Williams, Jim Thiebaud, Tim Swart, Angel Cabada, Chris Carter, Emile Janicot, Eli Soto, Bill Weiss, Lee DuPont, Laura Abrahamson, Jack Rebbetoy

Music Supervision & Licensing
Randy Eckhardt, On Board Entertainment

King of Skate
Jeremy Kove, King of, LLC/Munson Industries
Doug Palladini, King of, LLC/Cynic

Skaters
Arto Saari
Mark Appleyard
Danny Way
Colin McKay
Stevie Williams
Rick McCrank
Kerry Getz
Chris Senn

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Mike Blabac, DC Shoes

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Music for DC Danny Aerotech commercial: Lamb of God (band), Pariah, (song title), Prosthetic Records (label).

Brands

Adrenalin Skateboards	
Alien Workshop	www.alienworkshop.com
Anti SocialBones	www.skateone.com
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Destructo	
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Nixon	www.nixonnow.com
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Revolution	
Ricta Wheels	
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Seek	www.seekskateboards.com
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VIDEO

Dave Seoane, CinemaSeoane
Bryce Kanights

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* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

QUICK REFERENCE

GAME CONTROLS

Using the DUALSHOCK®2 analog controller is recommended.

- Controller buttons are standard setting. Edit button configurations in the Options, page 21.
- Identical commands may have different results depending on the skater being played.
- The directional buttons and the left analog stick have the same function.

Spin, Switch stance
L2 /R2 buttons

Fakie L1 button

Sudden right turn
➡⬇ button

Sudden left turn
⬅⬇ button

Forward ⬆ button

Left Turn ⬅ button

Right Turn ➡ button

Brake ⬇ button

SELECT button
Change Camera Angles

Skater View (when stopped)
R1 button + left analog stick

R1 button
Combo/Special trick

△ button Grind tricks

○ button Grab tricks

✕ button Ollie

□ button Flip tricks

right analog stick
Change music selection

START button Pause

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